FIGURE 1

Game System
For Predetermined Game
Play, With Game
Device Having Example
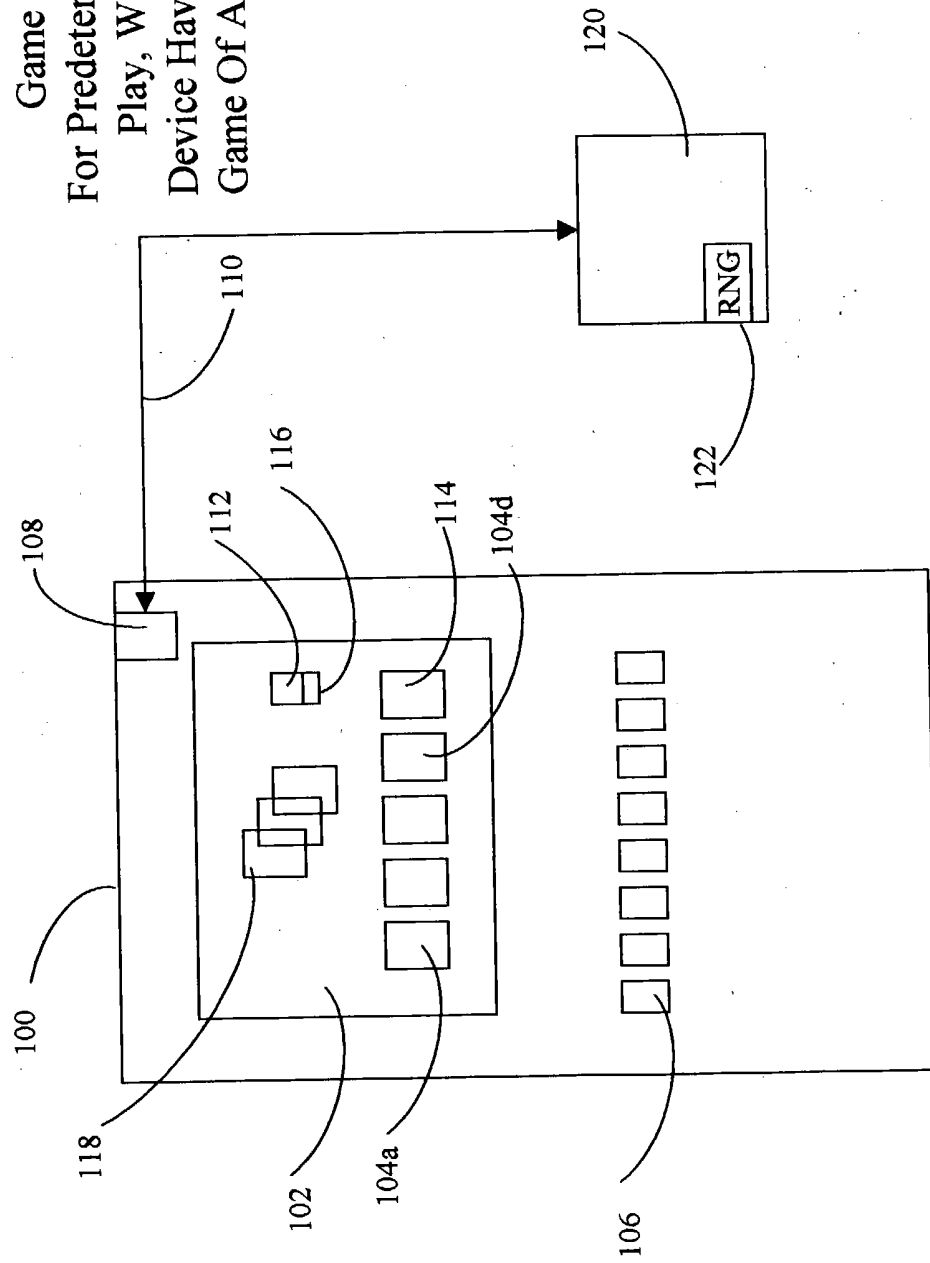### Game Of Apparent Skill

FIGURE 2

Game Device Having
Grid-Style Game Play For
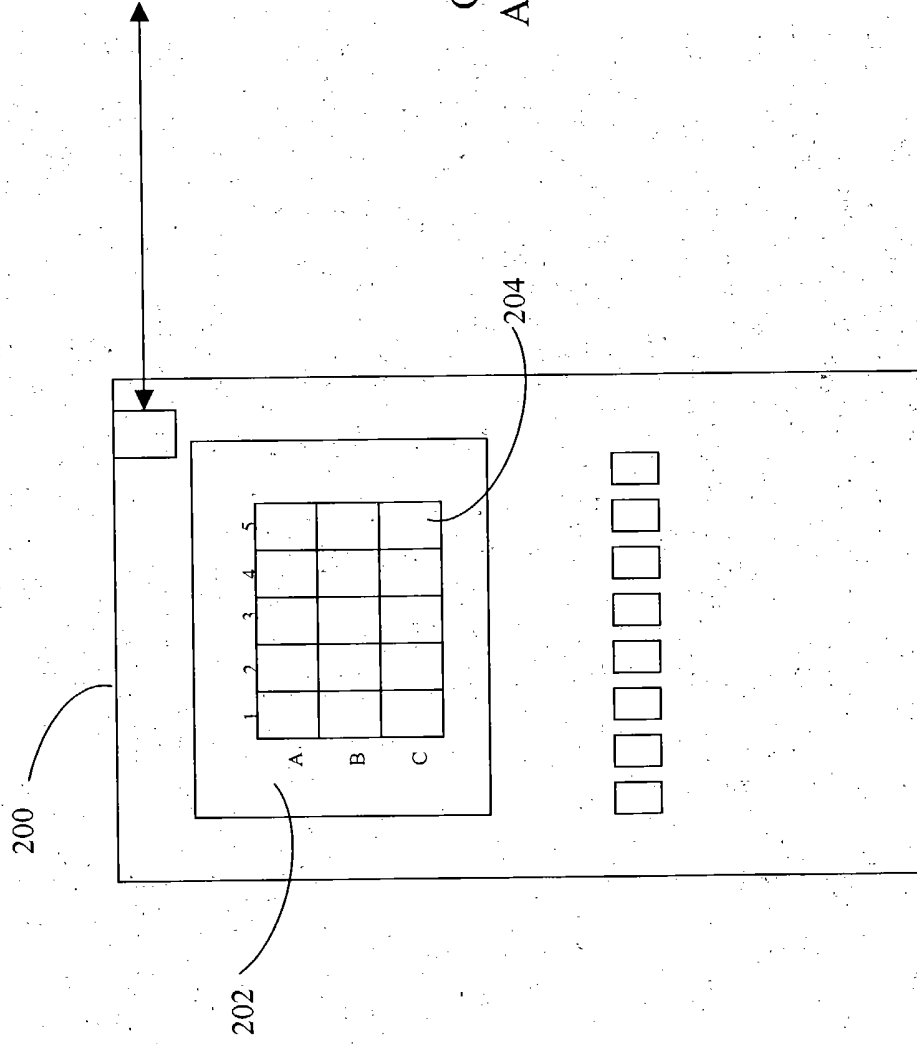Apparent Partial Skill Game

FIGURE 3

Method For Using A Post-Play Event To Create Simulated Game Play Having Predetermined Outcomes While Maintaining Player Choice During Game Play

300 — Play Begins At Gaming Device Which Can Simulate Externally Determined Outcome As Game Of Skill Or Partial-skill

302 — Player Begins Play Event

304 — Win Result Received From Server Or Other Machine External To Gaming Device

306 — Use "Random" Bonus Point Award?

— Yes →

312 — Deduct An Amount From Predetermined Win Amount To Be Awarded As "Random" Bonus

316 — Maximize Amount Winnable Using Remaining Play; Make Bonus Equal To Any "Random" Bonus And Difference Between Current Award Amount And Remainder To Be Won

306 — No →

308 — Make Reverse Mapping Into Target Game Play; Create Initial Display

310 — Player Plays Game According To Rules Of The Game

314 — Player Picks Allow Required Win Amount?

— No →

— Yes →

318 — Have Post-Play Match Predetermined Win Amount Minus "Random" Bonus Award Amount, If Any; Award "Random" Bonus, If Any.
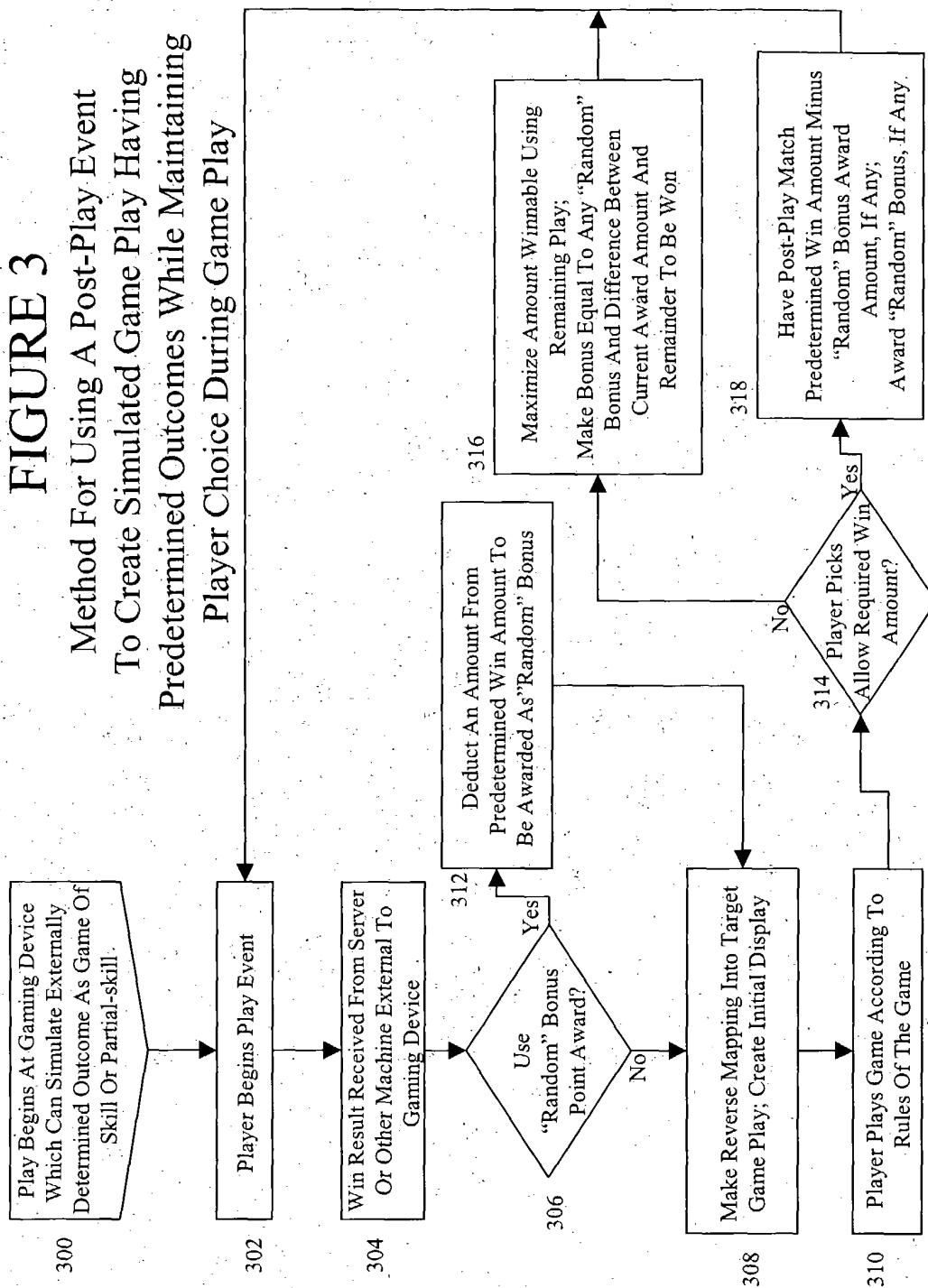
FIGURE 4

Game Characteristics For Use With Post-Play Event
To Create Simulated Game Play Actually Having
Predetermined Outcomes While Maintaining
Free Player Choice During Game Play

Start Selection Or Design
Of Game Of Skill
Or Partial Skill

400

Game Has Defined Sets Of
End States Which Can Be
Mapped Into Payouts

402

Game Has Start State(s) Which
Can Lead To Desired End
State(s) And Associated Payout
By Following A Discrete
Set Of Game Events Determined
By Player And Involving Skill

404

Use Game End State To Create
Final Game Event With
Multiple Possible Values

406